Montana Content and Performance Standards Information Literacy/Library Media and Technology Alignment Matrix Information Literacy/Library Media Content Standard 1 Technology Content Standard 1 To satisfy the requirements of Information Literacy/Library Media Content Standard 1, a student must: To satisfy the requirements of Technology Content Standard 1, a student must: use digital tools and resources for problem solving identify the task and determine the resources needed. and decision making. Big6tm Information Literacy/Library Media Content Standard 2 Technology Content Standard 2 To satisfy the requirements of Information Literacy/Library Media Content Standard 2, a student must: locate www.bia6.com To satisfy the requirements of Technology Content Standard 2, a student must: collaborate and communicate globally in a digital sources, use information, and present findings. environment. AASL Standards for the 21st Century Information Literacy/Library Media Content Standard 3 Technology Content Standard 3 Learner To satisfy the requirements of Information Literacy/Library Media Content Standard 3, a student must: To satisfy the requirements of Technology Content Standard 3, a student must: apply digital tools and skills with creativity and w.ala.org/ala/mgrps/divs/aasl/aaslproftools/learnings innovation to express his/herself, construct knowledge and develop products and processes. evaluate the product and learning process. ndards/AASL LearningStandards.pdf Information Literacy/Library Media Content Standard 4 Technology Content Standard 4 To satisfy the requirements of Information Literacy/Library Media Content Standard 4, a student must: use To satisfy the requirements of Technology Content Standard 4, a student must: possess a functional understanding of technology ISTE NETS for Students information safely, ethically and legally. w.iste.org/Content/NavigationMenu/NETS/ForStude /2007Standards/NETS for Students 2007.htm Information Literacy/Library Media Content Standard 5 To satisfy the requirements of Information Literacy/Library Media Content Standard 5, a student must: pursue personal interests through literature and other creative expressions. ISTE NETS for Students Information Literacy/Library Media Content Standard Big6tm AASL **Technology Content Standard** 1.1.3 3a, 4a, 4b 1.2.1 1. Students must use digital tools and resources for problem solving and decision Students identify the task and determine the resources needed. making. 1.1.4 2 Зс 115 3.1 3b 1.3.2 1.1.4 2.2 Зс 1.1.5 1.1.8 3.2 1.3.2 3. Students must apply digital tools and skills with creativity and innovation to 3b 2. Students locate sources, use information, and present findings. 1.1.8 express themselves, construct knowledge, and develop products and processes. 4.2 1.3.2 2.1.4 5.1 3.1.4 2a, 2b 2.1.4 5.2 3.1.4 6.1 1. Students must use digital tools and resources for problem solving and decision 3.4.1 3. Students evaluate their product and learning process. 1a, 5b 342 making. 6.2 211 4c, 5a 2. Students must collaborate and communicate globally in a digital environment. 1.3.3 1.1.7 4c, 5a, 2a, 4. Students use information safely, ethically and legally. 211 4. Students must possess a functional understanding of technology concepts and 2b 1.3.3 operations. 1.1.7 4 2.1.1 4c, 5a 1.3.3 117 4 2.1.1 1.3.3 1.1.7 4.1 2.1.1 4c, 5a 1.3.3 3. Students must apply digital tools and skills with creativity and innovation to 5. Students pursue personal interests through literature and other 1.1.7 creative expressions. express themselves, construct knowledge, and develop products and processes. 2.1.1 1.3.3 1.1.8 1.3.21.1.7 3b, 4c, 5a 2.1.1

Please see Murray, Janet R. Achieving Educational Standards Using the Big6, Linworth Books: Columbus, OH, 2008 pages 25-26 figure 3-2 for Blg6, AASL, NETS-S Alignment



